PlayStation

NTSC | U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01352GH

NICKELODEON

SpongeBob™ SquarePants

SUPERSPONGE

SHADY SHOALS REST HOME

THQ

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

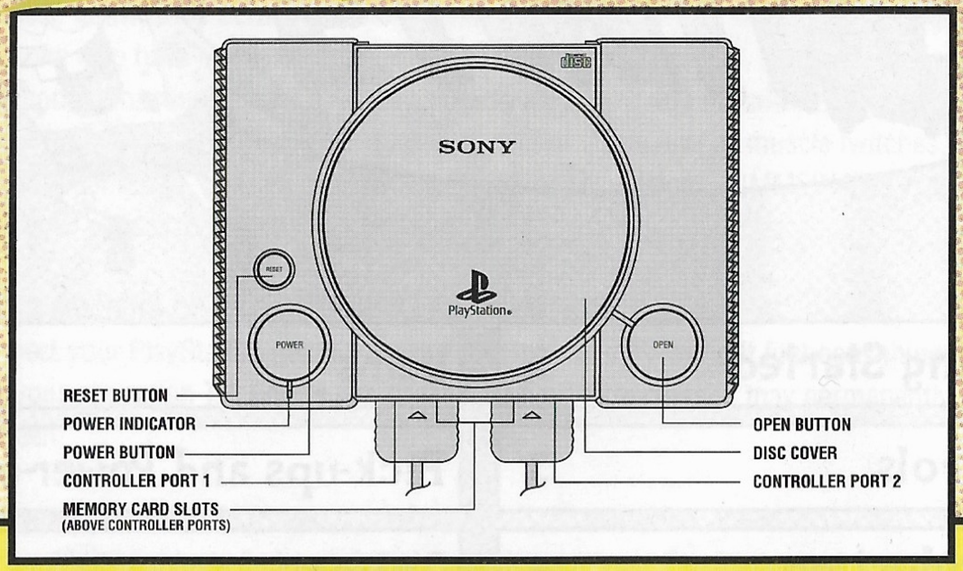
HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Controls	3
Introduction	6
Main Menu	7
Gameplay Screen	8
Save Games	9
Levels	10
Items	14
Pick-ups and Power-ups	17
Options	19
Pause Menu	21
Game Credits	23
Limited Warranty	25

GETTING STARTED

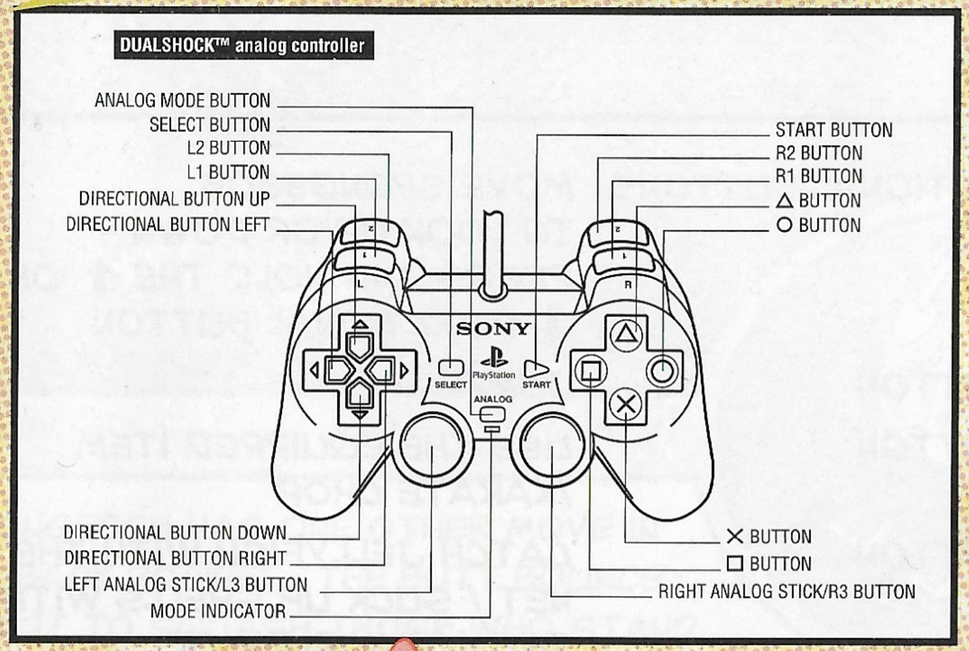


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **SpongeBob SquarePants™: SuperSponge** disc and close the disc cover. Insert a game controller and turn on the PlayStation game console. Follow the on-screen instructions to start a new game.

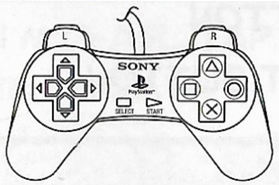
MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved **SpongeBob SquarePants: SuperSponge** games. To read about how to Save and Load games, turn to page 9.

CONTROLS



NOTE: Compatible only in Digital and Vibration mode



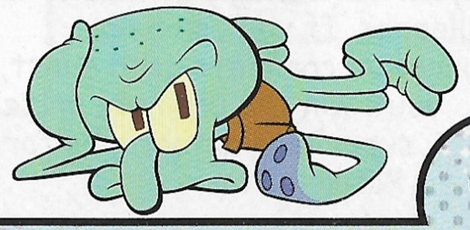
NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on page 4.

GAME CONTROLS

DIRECTIONAL BUTTONS	MOVE SPONGEBOB TO LOOK UP OR DOWN - PRESS AND HOLD THE ⬆ OR ⬇ DIRECTIONAL BUTTON
⊗ BUTTON	JUMP
▢ BUTTON	USE THE EQUIPPED ITEM /KARATE CHOP
◎ BUTTON	CATCH JELLYFISH WITH THE NET / SUCK UP SHELLS WITH THE CORAL BLOWER
△ BUTTON	EQUIP / UNEQUIP AN ITEM
START BUTTON	PAUSE

SpongeBob Tip

SPONGEBOB HAS ONE OTHER MOVE IN HIS BACK POCKET - THE BUTT BOUNCE. USE IT TO SQUASH THOSE WHO STAND IN YOUR WAY. PRESS THE ⊗ BUTTON TO START A JUMP, THEN WHILE YOU'RE IN MID-AIR, TAP THE ⊗ BUTTON AGAIN. SPLAT!!! ANY BADDIE BENEATH SPONGEBOB IS NOW HISTORY. USE THE DIRECTIONAL BUTTONS TO STEER SPONGEBOB LEFT OR RIGHT WHILE HE'S IN THE AIR.



INTRODUCTION

Welcome to Bikini Bottom! SpongeBob is ready for another nautical adventure and he'll need your help. You see it's Patrick Star's birthday and SpongeBob would like to get his best friend the best birthday present ever – autographs from their favorite superheroes. That's right, autographs from Mermaid Man and Barnacle Boy!

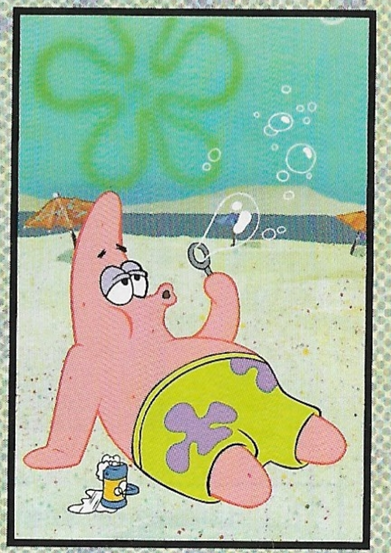
But Mermaid Man and Barnacle Boy are just looking for some much-needed rest – they've just completed a long morning patrol at Shady Shoals Rest Home. So when SpongeBob arrives to ask them for their autographs, they send him away on increasingly difficult challenges. If you can help SpongeBob complete each quest, you'll win the ultimate prize – superhero autographs for Patrick Star!

MAIN MENU

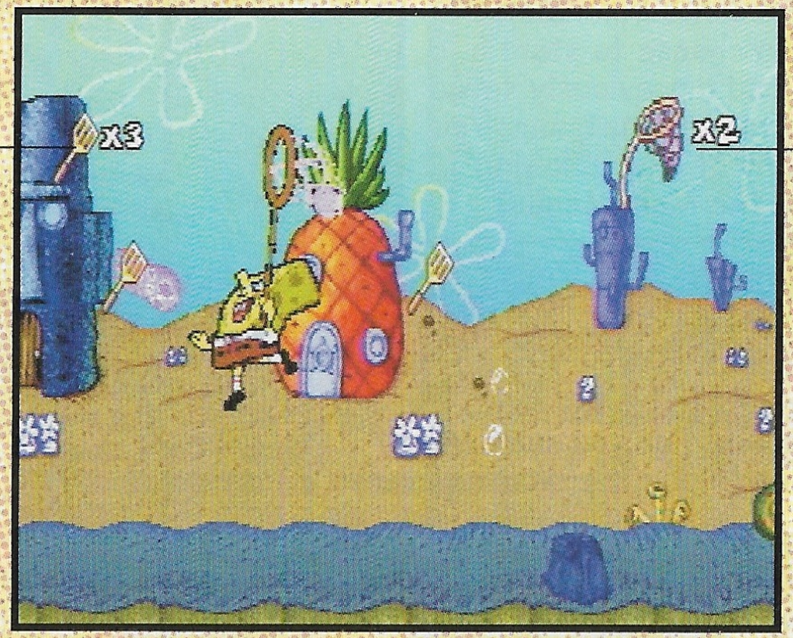
Press START from the Title Screen to view the Main Menu. Here you can choose to start a new game, load a previously saved game or customize the game. You can select any of the following modes from the Main Menu:

START GAME - You will begin your quest for Patrick's birthday present, – autographs from Mermaid Man and Barnacle Boy. Can you make your best friend's day the best he ever had?

OPTIONS - Customize the game. Change the controls, audio, or screen position. You can also load a saved game from this menu, and set the Controller Vibration ON or OFF.



GAMEPLAY SCREEN



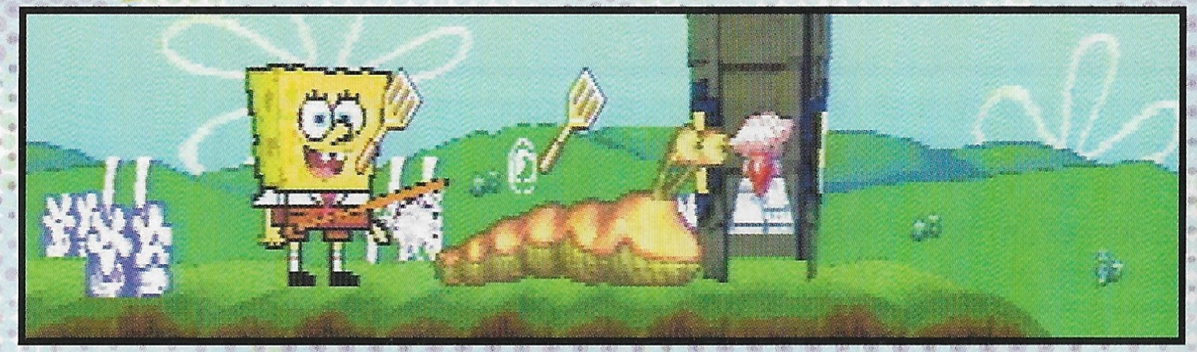
The number of spatulas SpongeBob currently has collected

The item or power-up and the number of uses available to SpongeBob

SAVE GAMES

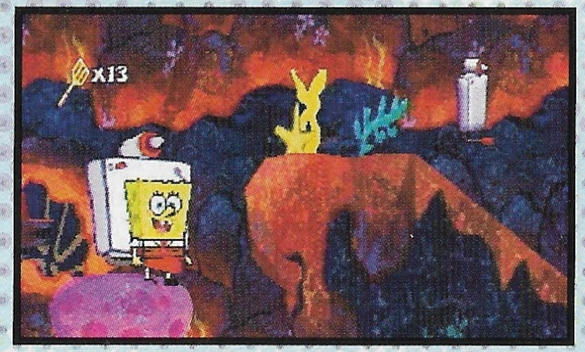
At the end of each level, you can save your progress to a PlayStation MEMORY CARD. Then the next time you play **SpongeBob SquarePants: SuperSponge**, you can pick up the action from where you left off.

LEVELS



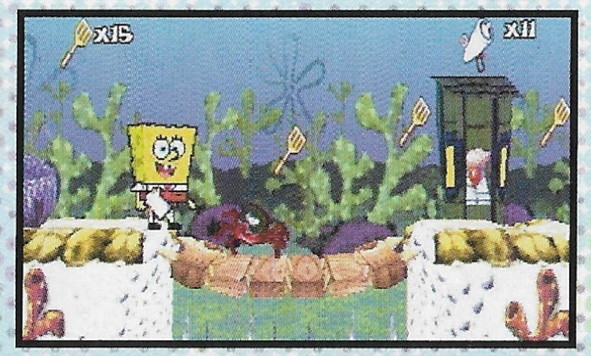
CHAPTER 1: BIKINI BOTTOM

Mermaid Man and Barnacle Boy have come up with their first challenge for SpongeBob! They want the ultimate sandwich to satisfy their hunger after a long day of patrolling Shady Shoals Rest Home. So it's up to SpongeBob to find the ultimate ingredients: bread, lettuce, Sea Nut Butter and Jellyfish Jelly. Visit Jellyfish Fields, Sandy's Tree Dome, Fish Hooks Park and Downtown Bikini Bottom as SpongeBob tries to complete the tasks. Watch out for the big chapter boss, the Mother Jellyfish. This massive creature just wants to protect her young, so be careful - those electricity bolts can be a real shocker!



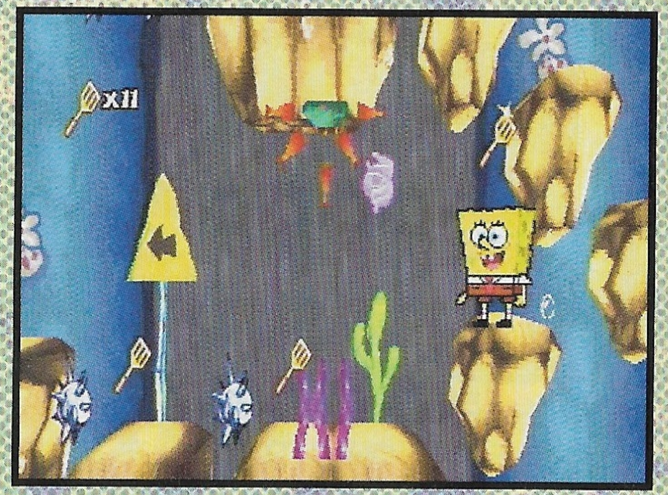
CHAPTER 2: TO THE CENTER OF THE EARTH

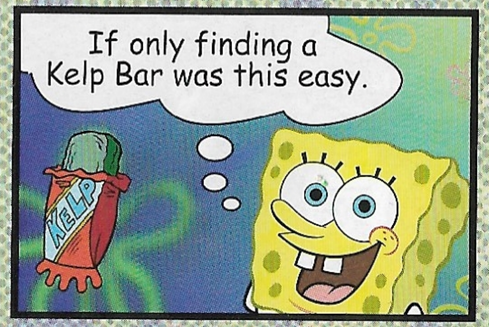
With their meal complete, Mermaid Man and Barnacle Boy have requested some beauty products. In this adventure, SpongeBob will have to travel through the Cavernous Canyons, Thermal Tunnels, Acrid Air Pockets and the Lava Fields to collect items like Kelp Cream, a loofah sponge, a mud pack and false teeth. At the end of the chapter, SpongeBob will have to defeat The Robotic Sub-Shark, one of Plankton's inventions gone haywire. It waits for you in the depths of Lava Fields.



CHAPTER 3: BIKINI BOTTOM PREHISTORIC TIMES

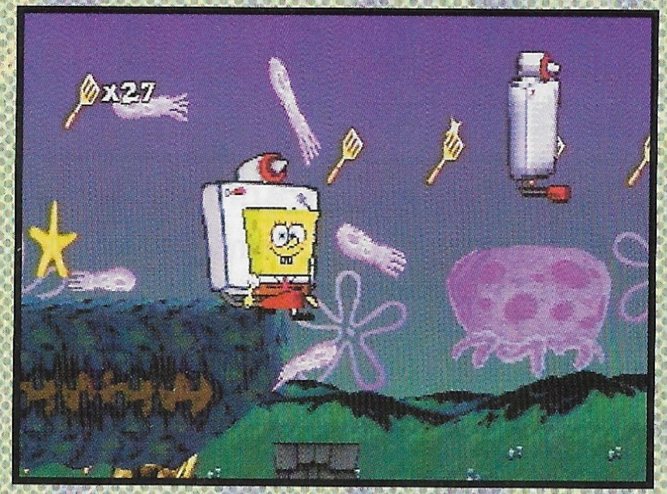
In this adventure, SpongeBob will use Plankton's time machine to go back into Prehistoric Bikini Bottom looking for new uniforms for Mermaid Man and Barnacle Boy. Search through the Precipice Canyon, Desert Wasteland, Kelpazoic Jungle and inside The Whale to obtain a Clam Bra, Shell Slippers, a Starfish Mask and a pair of Superhero Pants. Be wary! Inside The Whale, SpongeBob must battle a parasitic worm! Yuck!!!





CHAPTER 4: ROCK BOTTOM

Barnacle Boy wants his favorite snack, a Kelp Bar. The only problem is, there's only one place to find this rare treat - the shady outskirts of Rock Bottom. SpongeBob will need to adventure through the road to the bottom of Rock Bottom, Lonely Souls, The Graveyard and The Last Stop while trying to find the elusive snack. Will he ever find one? The boss in this chapter is none other than the infamous Flying Dutchman who has been scaring the residents of Bikini Bottom for years. What a sponge won't do for his favorite superhero!



CHAPTER 5: INDUSTRIAL

SpongeBob finally returns only to find out that the Shady Shoals TV has broken. If SpongeBob doesn't fix it fast, Mermaid Man will miss his favorite cartoon. Guide SpongeBob through Jellyfish Fields, Man Ray's Lair, the Oil Rig and the Tuna Canning Factory while obtaining items such as a monkey wrench, a TV aerial, a hammer and an oil can. The boss in this chapter is the Iron Dogfish, a creature that no one really knows anything about. Good luck SpongeBob!

ITEMS

BALLOON

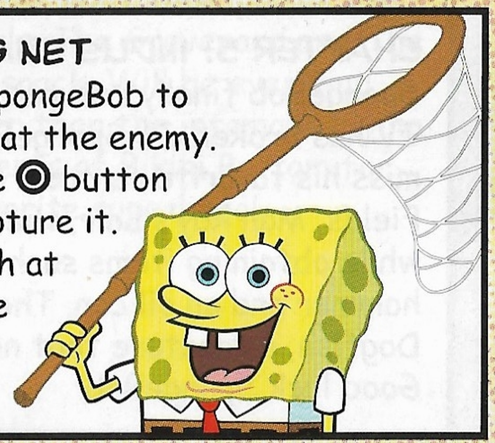
Sometimes there are items just out of SpongeBob's reach with a normal jump. Balloons will give SpongeBob the added boost to jump higher and remain in the air longer.

BUBBLE WAND

Use this in conjunction with the Bubble Mixture in order to set bubbles. Press the ■ button to deploy a bubble, then press the ✕ button to jump on it.

JELLYFISHING NET

The Jellyfishing Net allows SpongeBob to catch jellyfish and toss them at the enemy. To catch a jellyfish, press the ● button – if a jellyfish is in range, the net will capture it. Press the ■ button to throw the jellyfish at the enemy. SpongeBob can hold up to five jellyfish in his net at one time.



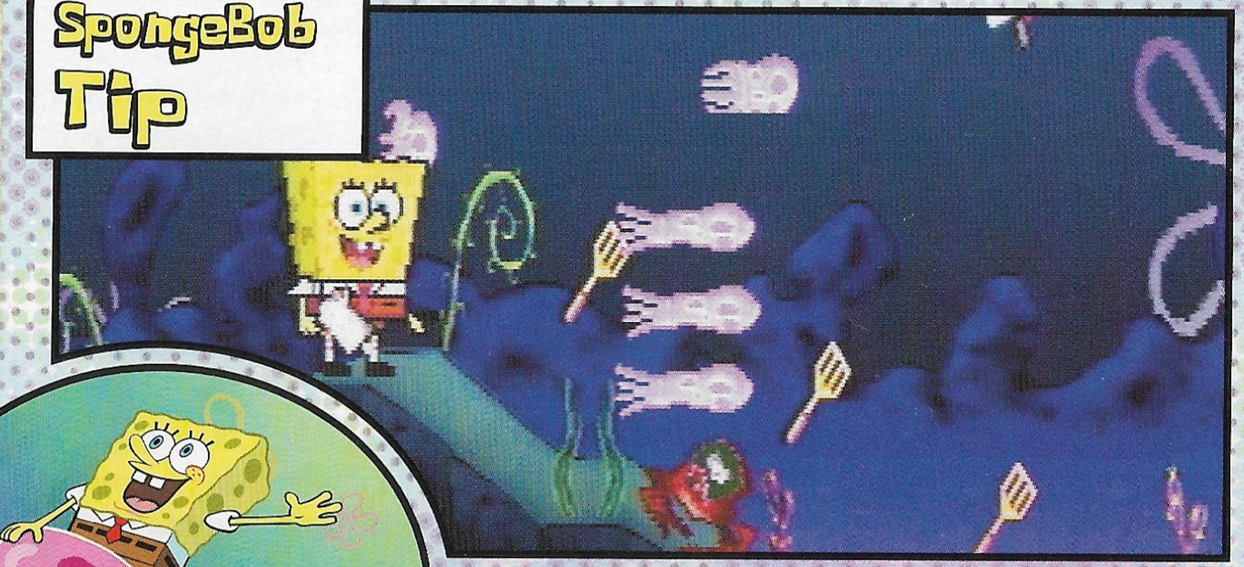
JELLYFISH LAUNCHER

The Jellyfish Launcher is a more powerful version of the Jellyfishing Net. Press the ■ button to launch jellyfish from the Launcher at the enemy.

CORAL BLOWER

The Coral Blower is similar to the Jellyfishing Net. It allows SpongeBob to suck up seashells and coral and launch them at the enemy. Press and hold the ● button to turn on the Coral Blower. If any seashells are within a short distance of SpongeBob they will be sucked in. Press the ■ button to launch captured shells at the enemy. To aim, press and hold the ■ button until an arrow appears. Use the ↑ and ↓ directional buttons to aim.

SpongeBob Tip



SOMETIMES IT WILL TAKE MORE THAN ONE JELLYFISH TO DEFEAT ONE OF SPONGEBOB'S ENEMIES. YOU CAN EITHER THROW MULTIPLE JELLYFISH AT THEM, OR YOU CAN PERFORM A TRIPLE ATTACK WITH THE JELLYFISH LAUNCHER FOR MAXIMUM DAMAGE! PRESS AND HOLD THE ● BUTTON UNTIL THE LAUNCHER ICON PULSATES AND REACHES ITS MAXIMUM SIZE.

PICK-UPS AND POWER-UPS

GOLDEN SPATULAS

In order to keep going, SpongeBob will have to keep a supply of Golden Spatulas on hand. When an enemy or obstacle hits him, the collected Spatulas will fly from SpongeBob. If he doesn't have any Spatula's in his inventory when an enemy encounters him, you will have to start the level over again.

JELLYFISH JAM / BUBBLE MIXTURE

In order to use the Jellyfish Launcher and the Bubble Wand, SpongeBob needs supplies. Grab these pickups to keep the action going. Jellyfish Jam and Bubble Mixture can be found scattered throughout the levels. Each time you deploy a bubble, your supply of Bubble Mixture will go down - so make sure you pick up more Bubble Mixture each time you see it.

UNDERPANTS

Grab this pickup when you see it. It gives SpongeBob an extra life!

QUEST ITEMS

These sparkly items are located at the end of each level. Collect them to complete the level and move on.

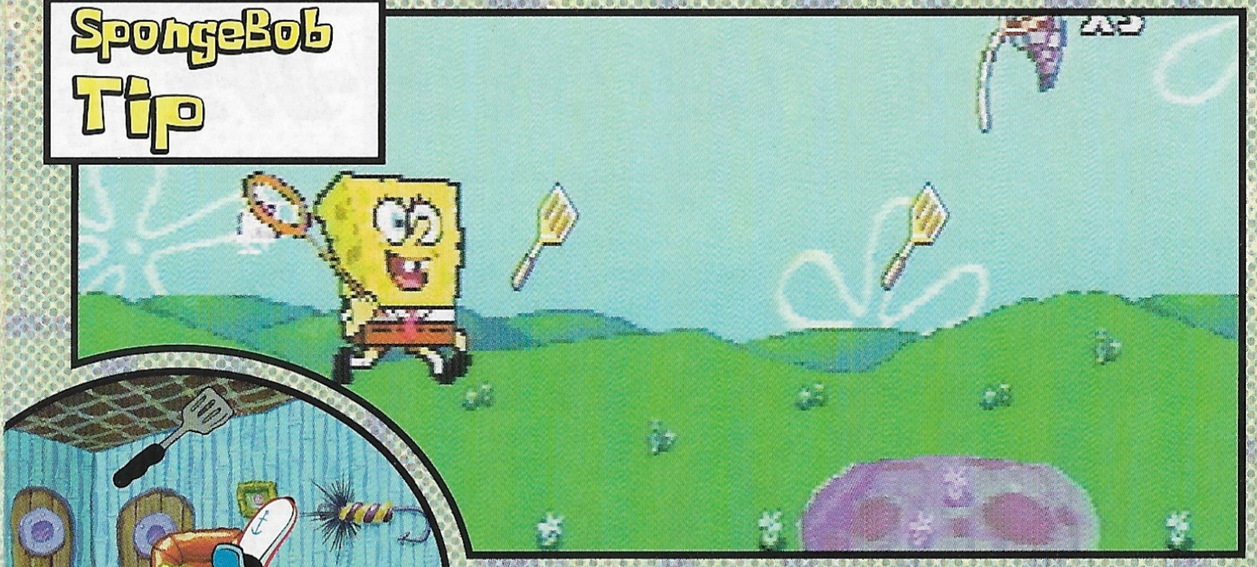
GLOVE

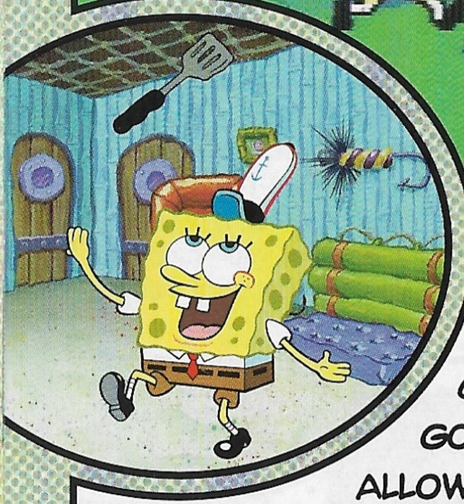
Collecting this item equips SpongeBob with the Karate chop. This power-up item only lasts for a specific amount of time, so chop away! Hai-yah!

SQUEAKY BOOTS

Collecting this item will allow SpongeBob to walk on dangerous surfaces without getting damaged.

SpongeBob Tip





IN EACH CHAPTER, YOU WILL NEED TO COLLECT A CERTAIN PERCENTAGE OF GOLDEN SPATULAS (SEE CHART), WHICH WILL ALLOW YOU TO ADVANCE TO THE BONUS LEVEL.

ONCE YOU'VE REACHED THE BONUS LEVEL, YOU WILL BE ABLE TO COLLECT KELP TOKENS AND BUY PARTY FAVORS FOR PATRICK'S BIRTHDAY PARTY.

Chapter 1=60% of the Golden Spatulas
Chapter 2=70% of the Golden Spatulas
Chapter 3=80% of the Golden Spatulas
Chapter 4=90% of the Golden Spatulas
Chapter 5=100% of the Golden Spatulas

OPTIONS

CONTROLS – If you don't like the default control scheme, then head on over to the Options Menu to set up one that is more suited to your liking. You can also set Controller Vibration ON or OFF.

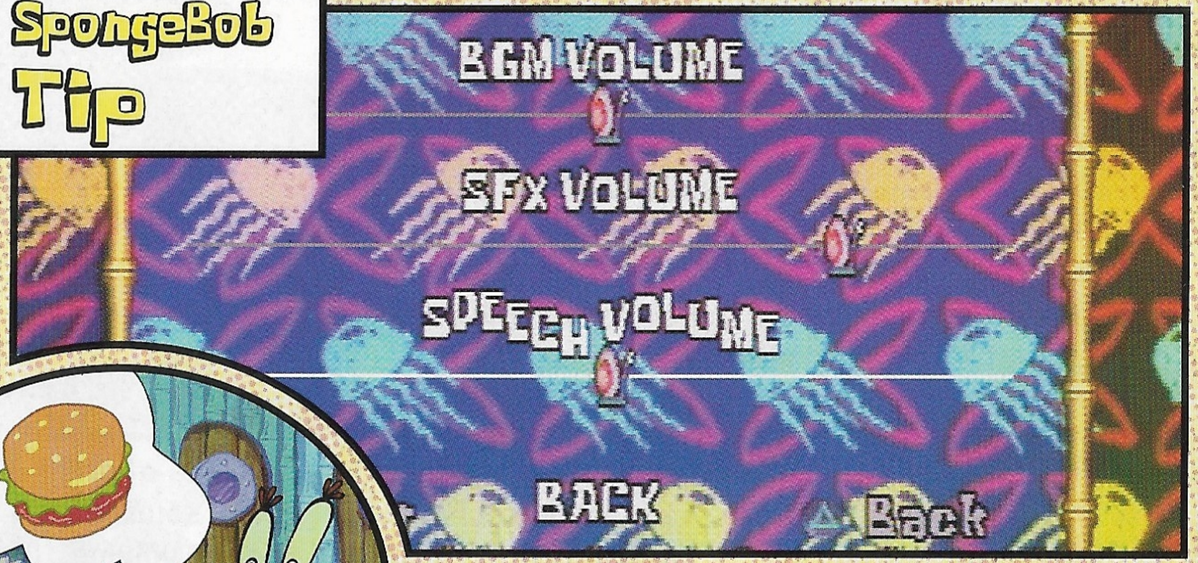
SCREEN ADJUST - Change the horizontal and vertical position of the screen to better fit your television.

SOUND - Adjust the volume of the background music (BGM), sound effects (SFX), and speech volume.

LOAD - Pick up where you left off by loading your saved game file from a PlayStation MEMORY CARD.

EXIT - Return to the Main Menu.

SpongeBob Tip



AFTER YOU FINISH ADJUSTING ANY OF THE MANY PARAMETERS IN SPONGEBOB SQUAREPANTS: SUPERSPONGE, SELECT BACK TO RETURN TO THE PREVIOUS SCREEN.

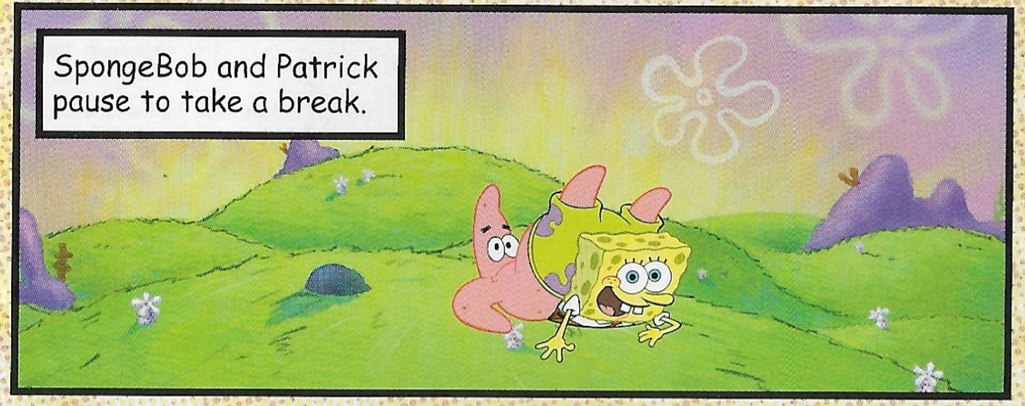
PAUSE MENU

While in the middle of a level, you can press the START button to pause the game and view the following options:

CONTINUE – Head back to the action!

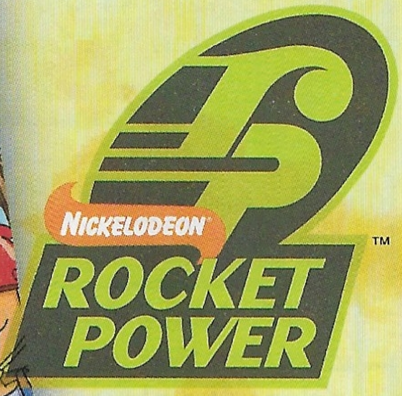
QUIT - Leave the current game. A confirmation message will also appear asking the player if they are sure they want to quit.

VIBRATION – Set this option to ON to allow for Controller Vibration. Set this option to OFF to prevent Controller Vibration while playing the game.



SpongeBob and Patrick pause to take a break.

Also Available for the PlayStation® Game Console



NICK GAMES
www.nick.com

EVERYONE
E
CONTENT RATED BY ESRB

THQ
www.thq.com

PlayStation

© 2001, 2002 Viacom International Inc. All rights reserved. Nickelodeon, Nickelodeon Rocket Power and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

GAME CREDITS

THQ

Producer
Petro Piaseckyj

Assistant Producer
Ryan Camu

Executive Producer
Carolina Beroza

VP - Product Development
Michael Rubinelli

QA Manager
Jeremy Barnes

Lead Tester
"Slavemonkey Travisty" Tholen

Testers
Jason de Heras
Buster DeGeorge
Ian Sedensky
Gjalen Givhan

Group Product Manager
John Ardell

Product Manager
Danielle Conte

Associate Product Manager
Ed Lin

Director, Creative Services
Howard Liebeskind

Associate Creative Services Manager
Melissa Roth

Packaging/Manual Design
Chad Stroven - Beeline Group

Manual Writer
Keith M. Kolmos

Voice Over
Mermaid Man- Ernest Borgnine
Barnacle Boy-Tim Conway
The Flying Dutchman- Brian Doyle Murray
SpongeBob SquarePants /Gary/French Man- Tom Kenny
Patrick Star- Bill Fagerbakke
Sandy Cheeks- Carolyn Lawrence
Squidward- Roger Bumpass
Plankton- Doug Lawrence
Mr. Krabs- Joe Whyte

Special Thanks to
Brian Farrell
Jeffery Lapin
Alison Locke
Germaine Gioia
Peter Dille
Tiffany Ternan
Becky Allen
Amanda Wyatt
Brian Fredrickson
Steve Hillenburg
Eric Coleman

NICKELODEON INTERACTIVE

V.P. - Interactive Product and Book Publishing
Stephen Youngwood

Director of Marketing and New Business Development
Sherice Guillory

Director of Development and Production
Aly Sylvester

Project Coordinator
Erika "E" Ortiz

Marketing Coordinator
Erica David

Nick Interactive would like to thank:
Deb Bart
Tim Blankley
Leigh Anne Brodsky
Jennifer Davis
Manny Galan
Russell Hicks
Deb Krassner
George Lentino
Kate Clow
Eric Squires
Geoff Todebush
Stavit Young

CLIMAX GROUP

Producer
Treena Seymour

Designers
Nick Dry
Mark Davies

Lead Programmer
Dave Owens

Programming
Paul Grenfell
Charles Blair

Lead Artist
Kevin Martin

Senior Artist
Chris Rundell

Artists
Shaun Pearson

Rob Wilmot
Wai Hung Wan

Additional Artists
Richard Edwards
Kelvin Liew
Nick Thomas
Antony Smith

Animators
Steve Crocker
Nigel Apperly

FMV
Rob Wilmot

Lead Tester
Barry Martin

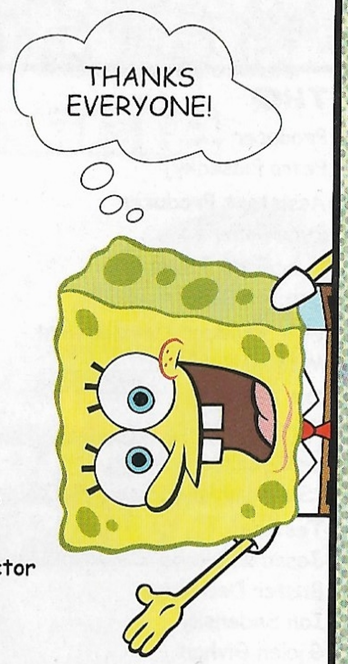
Music SFX
Matt Simmonds

President
Karl Jeffrey

Managing Director
Gary Liddon

Development Director
Jim Gardner

Creative Director
Joe Cavalla



Very Special Thanks Indeed to:
Gary Coleman
Peter Chaffey for listening and feeding cats
Tereza Owens for patience and a beautiful wedding day
Jennifer Penn for taming the nomad
Pernilla Bjarne
Sarah Rundell
Neil Campbell
Matt Cooper-tron
Laura Gallardo

Extra thanks to:
Climax London

LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **47056**. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY
THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Rd., Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US $10.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

WARNING
Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

NICKELODEON

SpongeBob™ SquarePants

You Can Help SpongeBob Escape The Flying Dutchman!

AVAILABLE FALL 2002

NICK GAMES
www.nick.com

THQ
www.thq.com

PlayStation 2

THQ INC., 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301

Instruction manual © 2001, 2002 THQ Inc. © 2001, 2002 Viacom International Inc. All rights reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. SpongeBob SquarePants created by Stephen Hillenburg. THQ and its logo are trademarks and/or registered trademarks of THQ Inc.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB